

The Common Business Oriented Goldilocks

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IDENTIFICATION DIVISION.

PROGRAM-ID. ACOBOLFABLE.

DATE WRITTEN. ONCE UPON A TIME.

REMARKS. THIS IS EXAMPLE OF COBOLX VERSATILITY.

ENVIRONMENT DIVISION.

CONFIGURATION SECTION.

OBJECT COMPUTER. ANY MUSIC BOX, MEMORY SIZE 8⁰⁴ BYTES,
19 TAPE DRIVES, 11 DISC DRIVES,
1 GOLDILOCKS, 3 BEARS.

INPUT-OUTPUT SECTION.

FILE-CONTROL.

SELECT TAPE DRIVES, ASSIGN THEM TO CREDITOR.

SELECT DISC DRIVES.

SELECT GOLDILOCKS, SELECT BEARS— ASSIGN TO ONE COTTAGE.

I-O-CONTROL. APPLY RED TAPE TO TAPE DRIVES, APPLY HOFFNUNG RECORD TO DISC DRIVE
APPLY GOLDI, BEARS TO COTTAGE.

DATA DIVISION.

FD GOLDI. LABEL RECORDS ARE STANDARD, VALUE OF IDENTIFICATION IS "GOLDILOCKS"
DATA RECORD IS GOLDILOCKS.

01 GOLDILOCKS.

- 02 HGT SIZE IS 62 INS.
- 02 WGT SIZE IS 110 LBS.
- 02 VITAL-STATS
 - 03 B 33.
 - 03 W 24.
 - 03 H 36.
- 02 RATING 100%



FD 3-BEARS. LABEL RECORDS ARE STANDARD, VALUE OF IDENTIFICATION IS "BEARS"
DATA RECORDS ARE DADDY-BEAR, MUMMY-BEAR, BABY-BEAR.

01 DADDY-BEAR.

- 02 HGT 70 INS.
- 02 WGT 750 LBS.
- 02 COLOR OF EYES BLOODSHOT.
- 02 DISPOSITION UNBEARABLE.

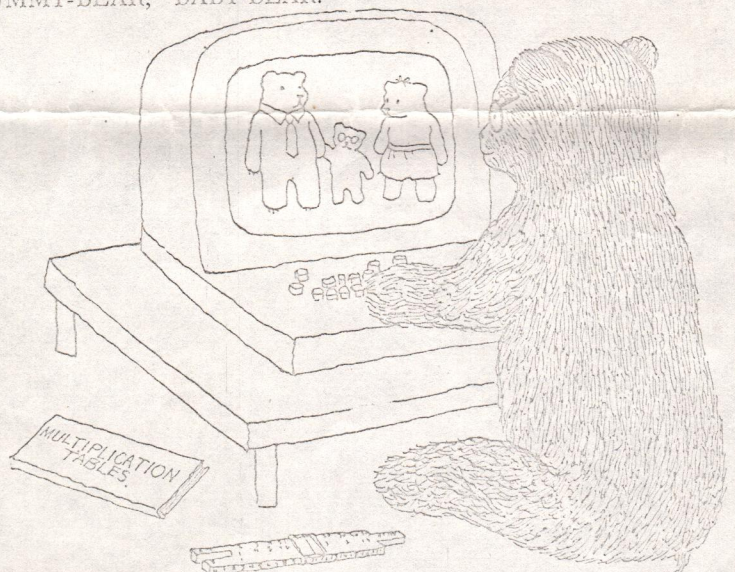
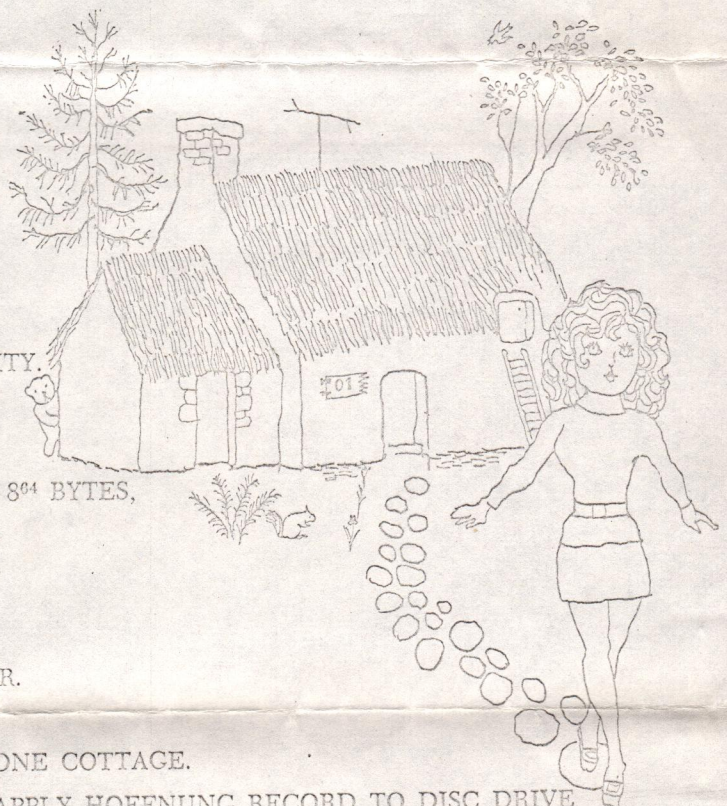
01 MUMMY-BEAR.

- 02 HGT 65 INS.
- 02 WGT 700 LBS.
- 02 COLOR OF EYES BLUE.
- 02 DISPOSITION BEARABLE.

01 BABY-BEAR.

- 02 HGT 40 INS.
- 02 WGT 200 LBS.
- 02 COLOR OF EYES BLUE.
- 02 DISPOSITION INFANTILE.

WORKING-STORAGE SECTION.



01 COTTAGE. PICTURE IS COZY.

02 KITCHEN.

03 TABLE SIZE IS LARGE, VALUE IS 1.

03 CHAIRS SIZE IS MEDIUM, VALUE IS 3.

02 PORRIDGE.

03 KING-SIZE OCCURS 1 TIME.

03 QUEEN-SIZE OCCURS 1 TIME.

03 PRINCE-SIZE OCCURS 1 TIME.

02 DOOR SIZE IS USUAL, VALUE IS OPEN.

02 BEDROOM

03 BED

04 LARGE OCCURS 1 TIME.

04 MEDIUM OCCURS 1 TIME.

04 SMALL OCCURS 1 TIME.

03 WINDOW SIZE IS SMALL VALUE IS OPEN.

01 RIGHT-COTTAGE REDEFINES COTTAGE VALUE IS SAME.

01 KING-SIZE-BED-SLEPT-IN SIZE IS BIG VALUE IS ROCK-BOTTOM.

01 QUEEN-SIZE-BED-SLEPT-IN SIZE IS MEDIUM VALUE IS DEPRESSED.

01 NO-PORRIDGE SIZE IS SMALL VALUE ZERO.

01 SIP SIZE IS LITTLE VALUE IS "SSSLUP".

01 SLUMBERLAND SIZE IS UNLIMITED VALUE IS ZZZZZZZZZZ.

CONSTANT SECTION.

01 COMMENT1. SIZE IS 36 A VALUE IS "SOMEBODY HAS BEEN EATING MY PORRIDGE."

01 COMMENT2. SIZE IS 36 A VALUE IS "SOMEBODY HAS BEEN SLEEPING IN MY BED."

PROCEDURE DIVISION.

FOREST SECTION.

START-OF-TALE. OPEN STORY. READ FOLLOWING.

FIRST-MOVE. MOVE GOLDDILOCKS TO COTTAGE. IF DOOR IS CLOSED OR BEARS ARE GREATER THAN ZERO ALTER ENTER-GOLDDILOCKS TO PROCEED TO HASTY-RETREAT.

ENTER-GOLDDILOCKS. GO TO KITCHEN-SCENE.

KITCHEN-SCENE. IF PORRIDGE IS KING-SIZE PERFORM TASTE-ROUTINE VARYING PORRIDGE FROM KING-SIZE BY 1 UNTIL PORRIDGE EQUALS PRINCE-SIZE OTHERWISE COMPUTE IF COTTAGE = RIGHT-COTTAGE. GO TO BEDROOM-SCENE.

TASTE-ROUTINE. SUBTRACT SIP FROM PORRIDGE (KING-SIZE). SUBTRACT SIP FROM PORRIDGE (QUEEN-SIZE). SUBTRACT SIP FROM PORRIDGE (PRINCE-SIZE) GIVING NO PORRIDGE.

BEDROOM-SCENE. MOVE GOLDDILOCKS TO BEDROOM. ADD GOLDDILOCKS TO BED (LARGE). DISPLAY "IT IS TOO HARD". SUBTRACT GOLDDILOCKS FROM BED (LARGE) GIVING KING-SIZE-BED-SLEPT-IN. MOVE GOLDDILOCKS TO BED (MEDIUM). DISPLAY "IT IS TOO SOFT". SUBTRACT GOLDDILOCKS FROM BED (MEDIUM) GIVING QUEEN-SIZE-BED-SLEPT-IN. MOVE GOLDDILOCKS TO BED (SMALL). DISPLAY "IT IS JUST RIGHT". ADD GOLDDILOCKS TO SLUMBERLAND.

BEARS-RETURN. MOVE DADDY-BEAR, MUMMY-BEAR, BABY-BEAR TO KITCHEN.

MOVE CORRESPONDING BEARS TO PORRIDGE. DISPLAY "DADDY BEAR", COMMENT1.

DISPLAY "MUMMY BEAR", COMMENT1. DISPLAY "BABY BEAR", COMMENT1, "AND EATEN IT ALL UP". MOVE BEARS TO BEDROOM.

BEARS-IN-BEDROOM. EXAMINE BEDS REPLACING ALL GOLDDILOCKS WITH BEARS.

DISPLAY "DADDY-BEAR", COMMENT2. DISPLAY "MUMMY BEAR", COMMENT2.

DISPLAY "BABY BEAR", COMMENT2, "AND HERE SHE IS".

HASTY-RETREAT. IF WINDOW IS OPEN EXIT GOLDDILOCKS OTHERWISE MOVE GOLDDILOCKS TO DOOR. EXIT.

END. CLOSE STORY, DISPLAY "WOULD YOU BELIEVE CINDERELLA IN PL/I".

END TALE.

